ROAD MAP

DATA STRUCTURES & ALGORITHMS

CODE INFINTE COMMUNITY

A Plan for Success

DSA TIMELINE

Step One

Choose a Programming Language

Step Two

Understand the concepts of complexity.

Step Three

Start with some basic data structures

Step Four

Start Practicing Problems

Step Five

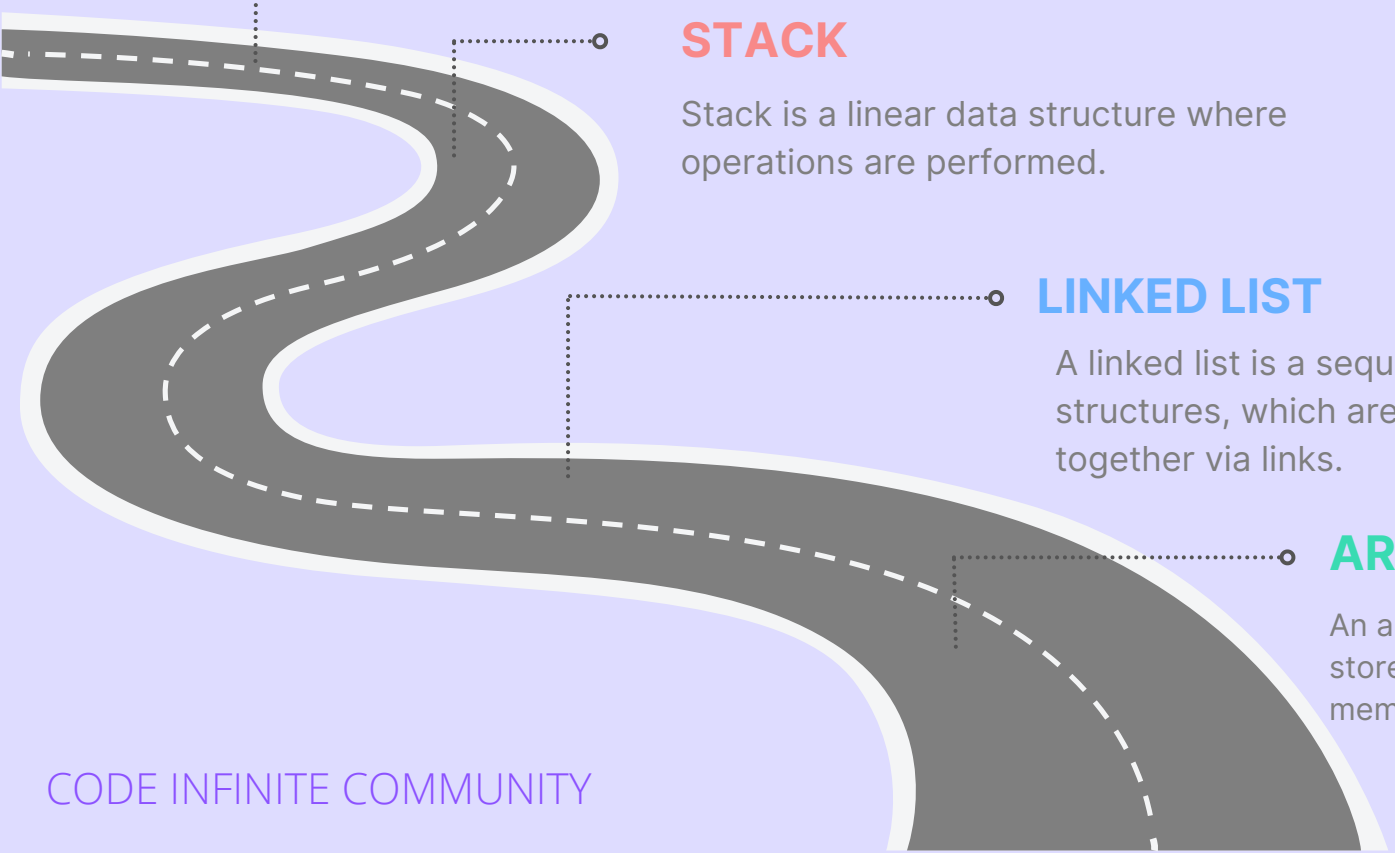
Learn Some Non Linear Data Structures

Step Six

Practice while giving contests

DATA STRUCTURES & ALGORITHMS

DSA is the building block of the software development process.



QUEUE

Queue is an abstract data structure, somewhat similar to Stacks.

STACK

Stack is a linear data structure where operations are performed.

LINKED LIST

A linked list is a sequence of data structures, which are connected together via links.

ARRAYS

An array is a collection of items stored at contiguous memory locations.

DATA STRUCTURES

DYNAMIC PROGAMMING

Dynamic Programming is mainly an optimization over plain recursion.

BACKTRACKING

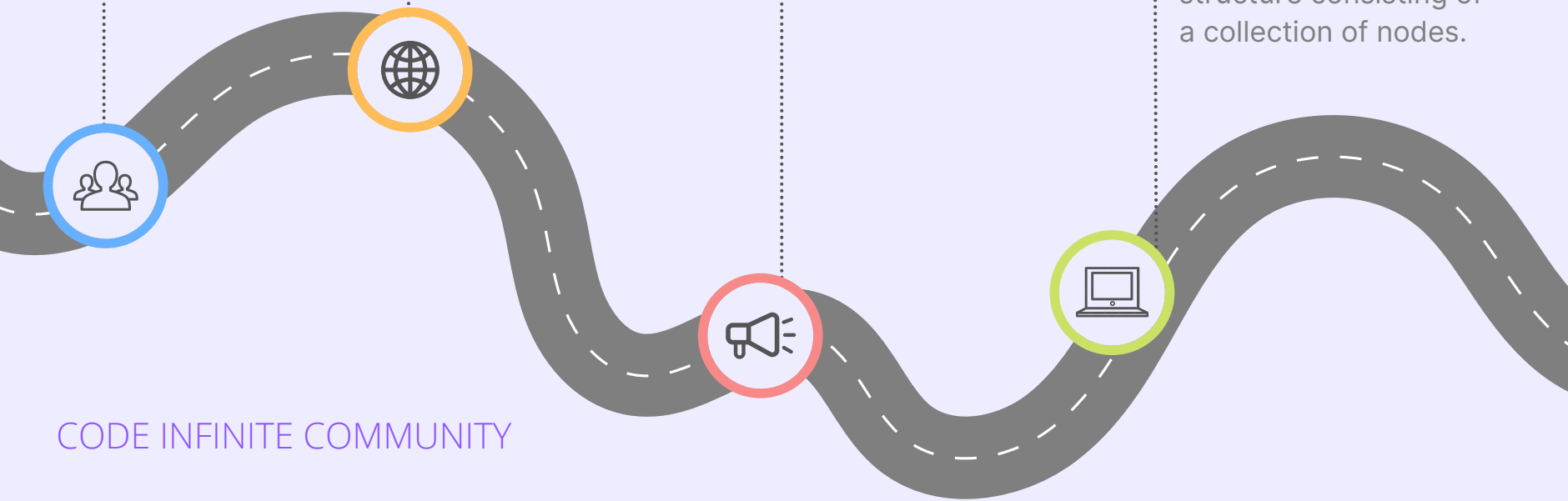
Backtracking is a technique based on algorithm to solve problem.

GRAPHS

A Graph is a non-linear data structure consisting of vertices and edges.

TREES

A tree is non-linear and a hierarchical data structure consisting of a collection of nodes.



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WEBSITES FOR PRACTICE

LEETCODE

Practice Easy, Medium and Hard Questions

CODECHEF

Give Weekly Contest for logic building

GEEKS FOR GEEKS

Best Content for learning and practicing

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